SLUAGH

Exiled Souls of the Undamnable

Habitat: Grassland, Hills, Urban; **Treasure:** None

When a mortal dies and their soul is held in contention between two different planes of existence, they are cursed to wander the Material Plane as part of a sluagh (sloo-uh). The sluagh itself is an amalgamation of many different spirits, though they all share the same contempt for the living.

Some sages claim that the first sluagh were born from unseelie fey spirits who were banished from the Feywild. These legends describe a version of the sluagh who must feed on mortal souls in order to survive, and may explain why despite appearing as spectral entities, the sluagh seem incapable of passing through solid matter.

When traveling through the world, a sluagh often does so in the guise of a group of ravens. When transformed in this manner, each sluagh takes on the appearance of a raven as they fly through the night sky.

Sluagh

Large Undead, Chaotic Evil

AC 15 **Initiative** +7 (17)
HP 178 (21d10 + 63)
Speed 15 ft., Fly 60 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 14	+2	+2	**DEX** 18	+4	+7	**CON** 16	+3	+3
INT 10	+0	+0	**WIS** 14	+2	+5	**CHA** 21	+5	+8

Skills **Intimidation** +11, **Perception** +8, **Stealth** +7
Vulnerabilities Radiant
Resistances Bludgeoning, Fire, Piercing, Slashing
Immunities Acid, Cold, Necrotic, Poison; **Charmed**, **Exhaustion**, **Frightened**, **Grappled**, **Paralyzed**, **Petrified**, **Poisoned**, **Prone**, **Restrained**
Senses **Darkvision** 300 ft.; Passive Perception 18
Languages Common, Sylvan

CR 8 (XP 3,900; PB +3)

Traits

Death Knell. When the sluagh is reduced to 0 Hit Points, it immediately recharges its *Crowded Possession* and uses it if able. The sluagh then disappears. When the sluagh no longer possesses any creatures it is destroyed.

Magic Resistance. The sluagh has Advantage on saving throws against spells and other magical effects.

Sunlight Hypersensitivity. The sluagh takes 10 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack. The sluagh makes two *Absorb Life* attacks.

Absorb Life. *Ranged Attack Roll:* +7, range 15 ft. *Hit:* 22 (4d8 + 4) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

Crowded Possession (Recharge 5-6). *Charisma Saving Throw:* DC 16, each Humanoid the sluagh can see within 30 feet. *Failure:* The target is possessed by spirits from the sluagh; the target loses control of its body. The sluagh now controls the body, but the target retains awareness. On the target's turn, the sluagh decides how they act.

The target can repeat the saving throw at the end of each of their turns to end the possession early. The possession lasts until the body drops to 0 Hit Points, or the sluagh ends the possession as a Bonus Action.

Success: The target is immune to this sluagh's Possession for 24 hours.

Siphon Soul. *Charisma Saving Throw:* DC 16, a Humanoid creature with 0 Hit Points within 10 feet of itself, or a Humanoid corpse within 10 feet of itself. *Failure:* The target's spirit becomes incorporated with the sluagh and the sluagh regains 20 Hit Points. The sluagh instantly learns anything known by the target, and the target can't be resurrected by any means until the sluagh is destroyed. *Success:* The target is immune to the sluagh's *Siphon Soul* for 24 hours.

Bonus Actions

Shape-Shift. The sluagh **shape-shifts** into a Large **Swarm of Ravens** or it returns to its sluagh form. Anything it is wearing or carrying transforms with it.

While in raven form, the sluagh can use the Swarm of Ravens' *Cacophony*. Its game statistics are otherwise unchanged.

Locate Prey. The sluagh casts ***Locate Creature***, targeting a specific creature, requiring no spell components and using Charisma as the spellcasting ability.

Reactions

Clarion Call. *Trigger*: a creature within 60 feet succeeds on a **Death Saving Throw**. *Response*: The triggering creature's Death Saving Throw does not count towards the number of successes required to become **Stable** and their turn ends.

Created by: ***JOSIAH "DUNGEON DAD" AMBROSE***

Art by: ***TAM***

Editing: ***Faye Morel***

The Monstrous YouTube Video This Came From: ***Sluagh***

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